

WHEN HIGHWAYS BECOME BATTLEFIELDS...

In the year 2000, bacteriological warfare has ripped apart the very fabric of American civilization. Cities have turned into gangland prizes; the highways, into battlefields.

You are the patriotic leader of a road gang who has been asked by what is left of the Federal Government to locate eight scientists. Return them to a secret underground lab so they can develop a vaccine to neutralize the deadly microbes.

As you crisscross the highways on your desperate mission, you must constantly battle mutants, cannibals, and rival road gangs. You can let the computer resolve combat quickly, or choose to personally direct the fighting in great tactical detail. Assign men to vehicles and move them around. Order your men to fire with guns or crossbows, ram or board enemy vehicles.

ROADWAR 2000 is an exciting game of survival in a brutal, lawless world. Maximize your chances by fighting for new recruits, vehicles, supplies, food, gas, guns, ammunition, and medicine.

In the race to save the United States, these are more precious than gold.

Screen displays shown are from the APPLE II. Displays from other computer(s) may vary.

STREETROLLERS	7 VEHICLES
TOTAL CAPACITY	3750
REPAIRS CAPACITY	250
FUEL CONSUMPTION	50 HEALTHY
FOOD	2500
WEAPONS	100
AMMO	500
REPAIRS	25
MEDICAL SUPPLIES	25
TOTAL SUPPLIES	3750
DOCTOR POLYMER	1120/22-174-100
CREW (A/B/C/D/E)	1120/22-174-100
PRESS ANY KEY TO CONTINUE. A TO EXIT	

Group status report

VEHICLE 1	UNIFORM
STRUCTURE	20/20
REPAIRS CAPACITY	25
ACCELERATION	3
STEERING TYPES	4/4
SPEED	4/4
PROTECTION (A/B/C/D/E)	4/4/4/4/2
INTERIOR CREW CAPACITY	10/10
EXTERIOR CREW CAPACITY	10/10
TORQUE CREW CAPACITY	10/10
PRESS C OR D TO CHANGE VEHICLE. G FOR GROUP STATUS. OR A TO EXIT	

Status report on a vehicle

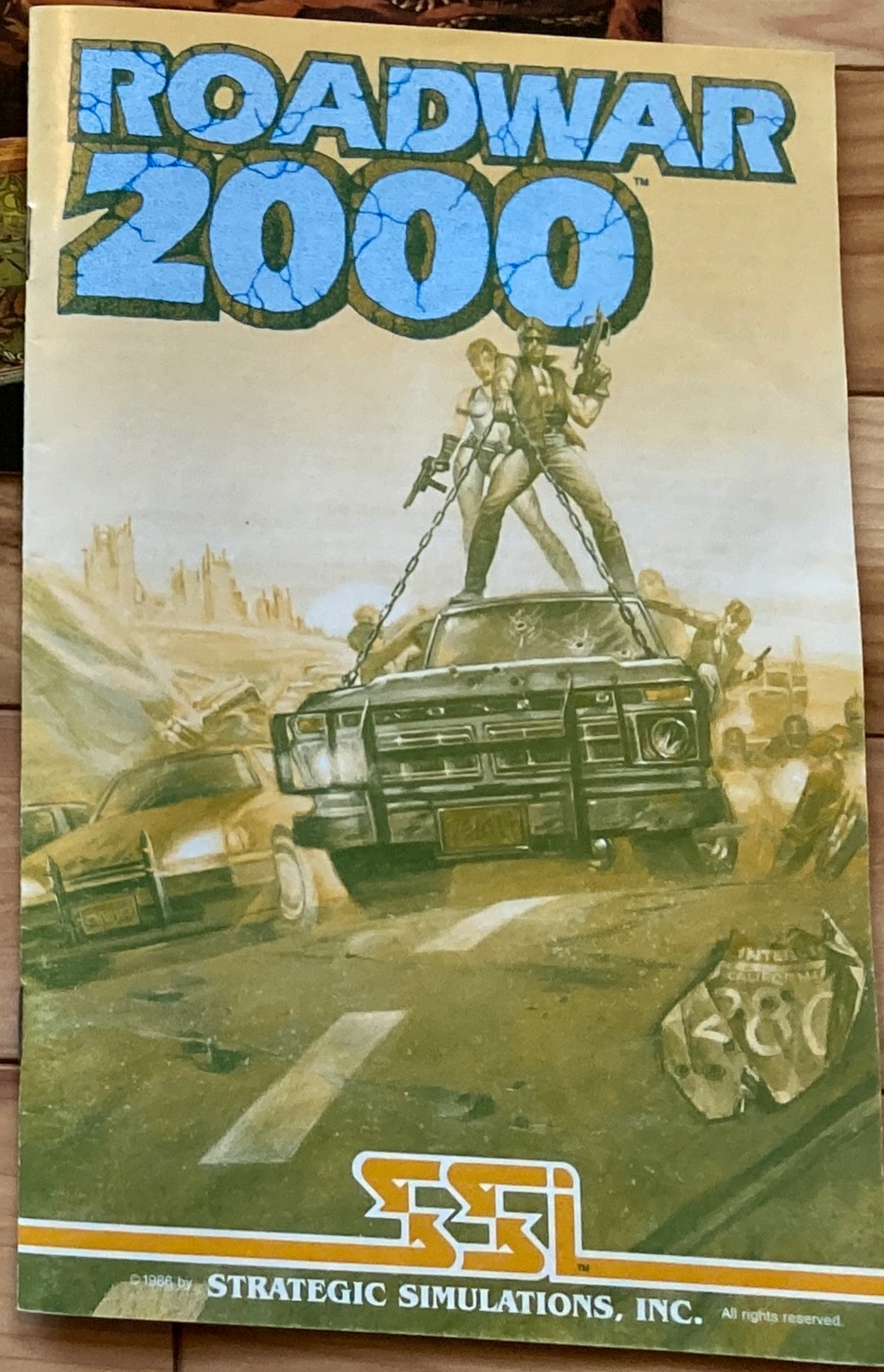
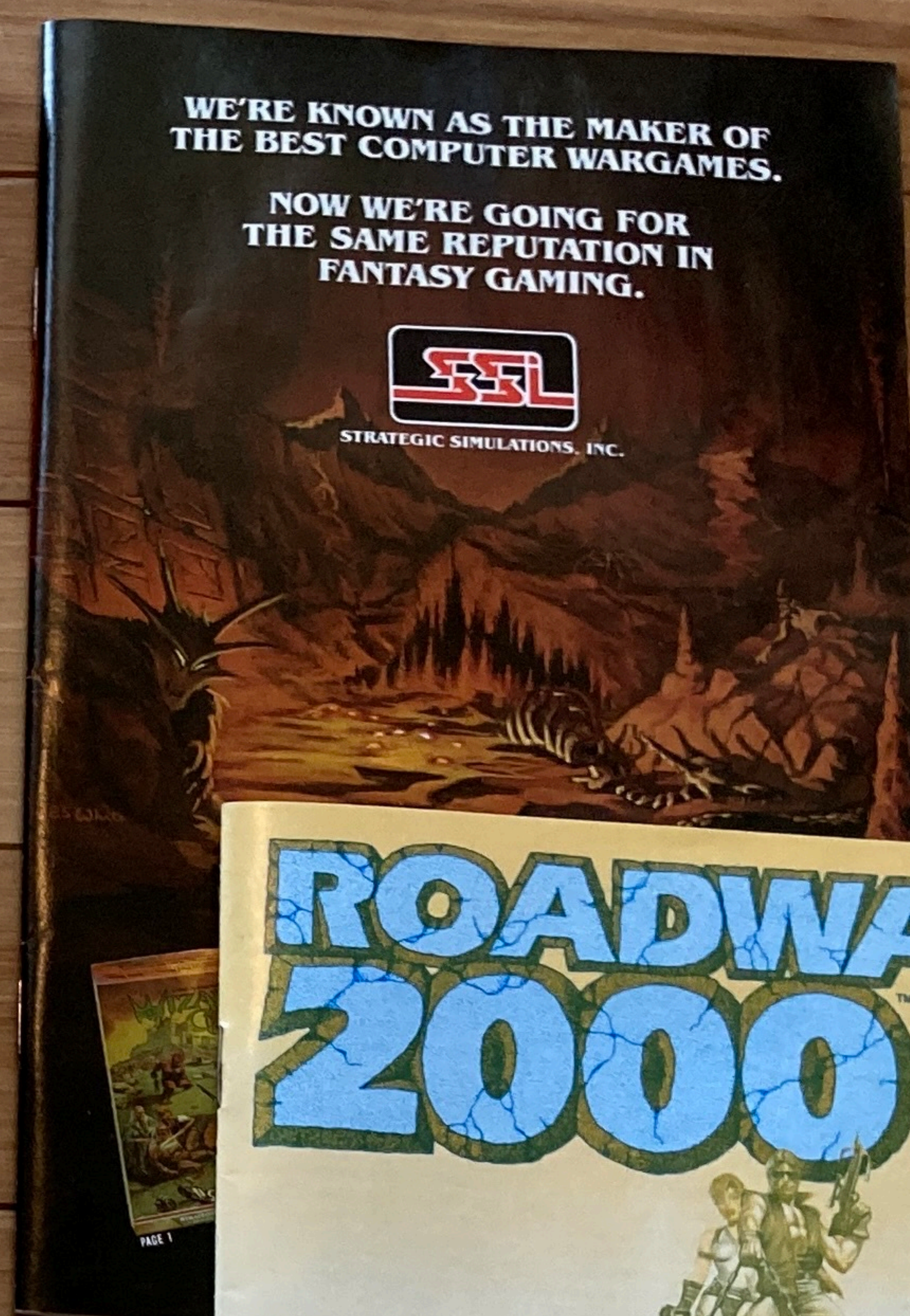
Exploring the Florida Gulf region

Once-beautiful Florida and the Bahamas

Deploying for combat in an oilfield

MADE IN U.S.A.

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STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
Playability 9 8 7 6 5 4 3 2 1
Realism 9 8 7 6 5 4 3 2 1
Excitement 9 8 7 6 5 4 3 2 1
4. How often do you play this game?
☐ 1-2 times a week
☐ 3-4 times a week
☐ 5-6 times a week
☐ 7-8 times a week
☐ 9-10 times a week
5. Please write your comments here:

6. How often do you play this game?
☐ 1-2 times a week
☐ 3-4 times a week
☐ 5-6 times a week
☐ 7-8 times a week
☐ 9-10 times a week
7. What is your favorite aspect of the game?
☐ 1) Graphics
☐ 2) Sound
☐ 3) Gameplay
If none of the above, please specify: _____
8. Where did you purchase this game?
☐ computer store
☐ software store
☐ toy/hobby store
☐ bookstore
☐ department store
☐ SSI direct
☐ other mail order
☐ other _____
Name _____

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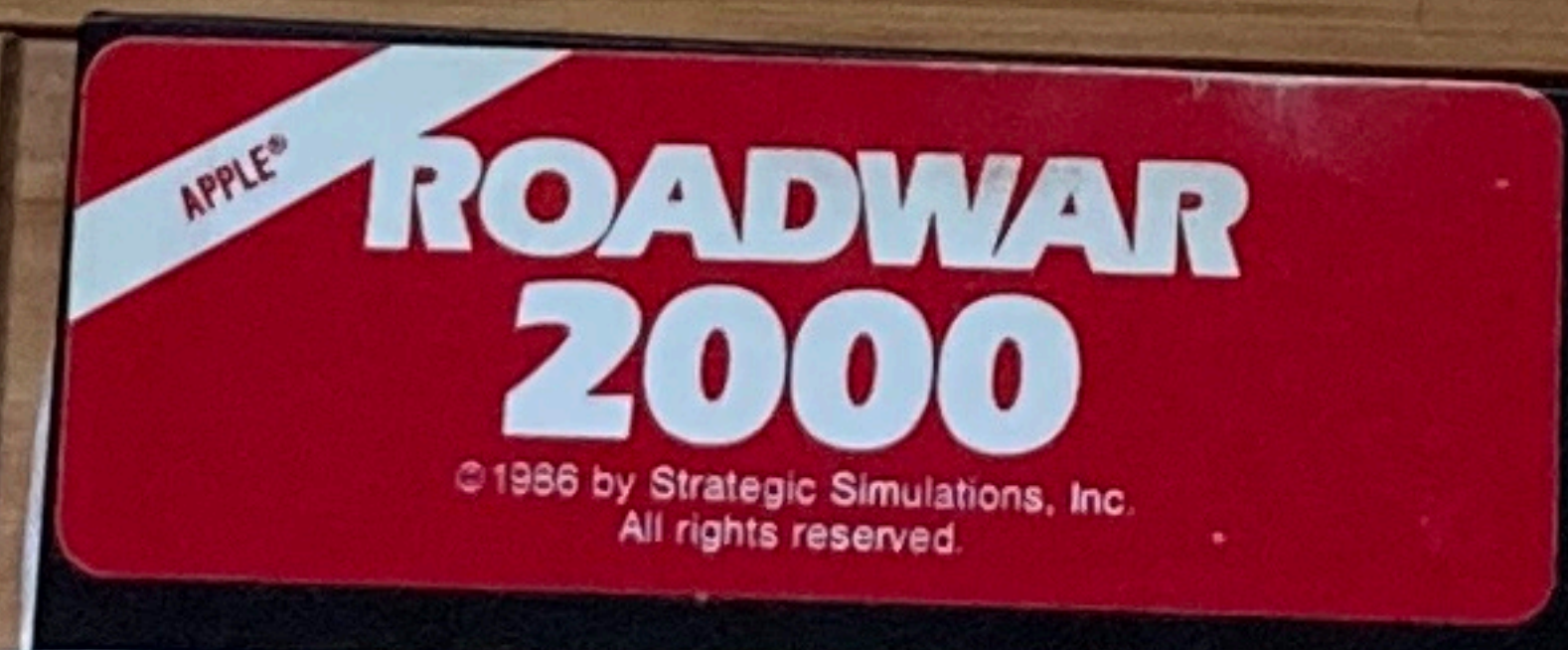
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WHEN WAYS BECOME TLEFIELDS...

bacteriological warfare has ripped apart
American civilization. Cities have turned
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As you crisscross the high-
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ROADWAR 2000 is an
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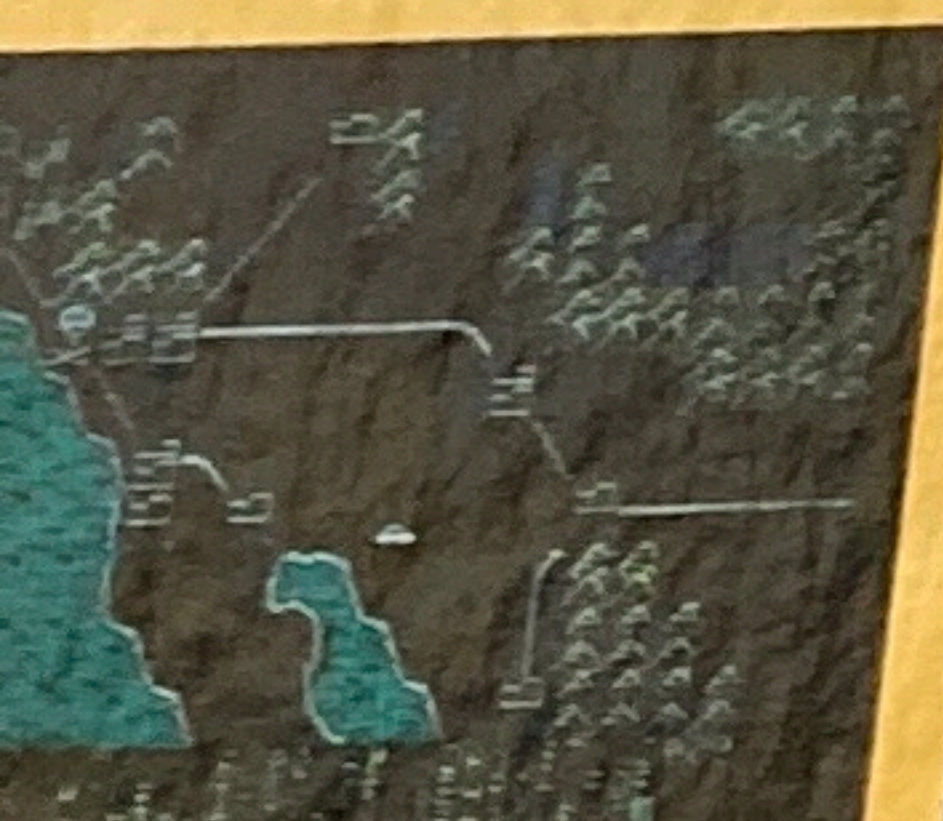
In the race to save the
United States, these are more
precious than gold.

Screen displays shown are from the APPLE
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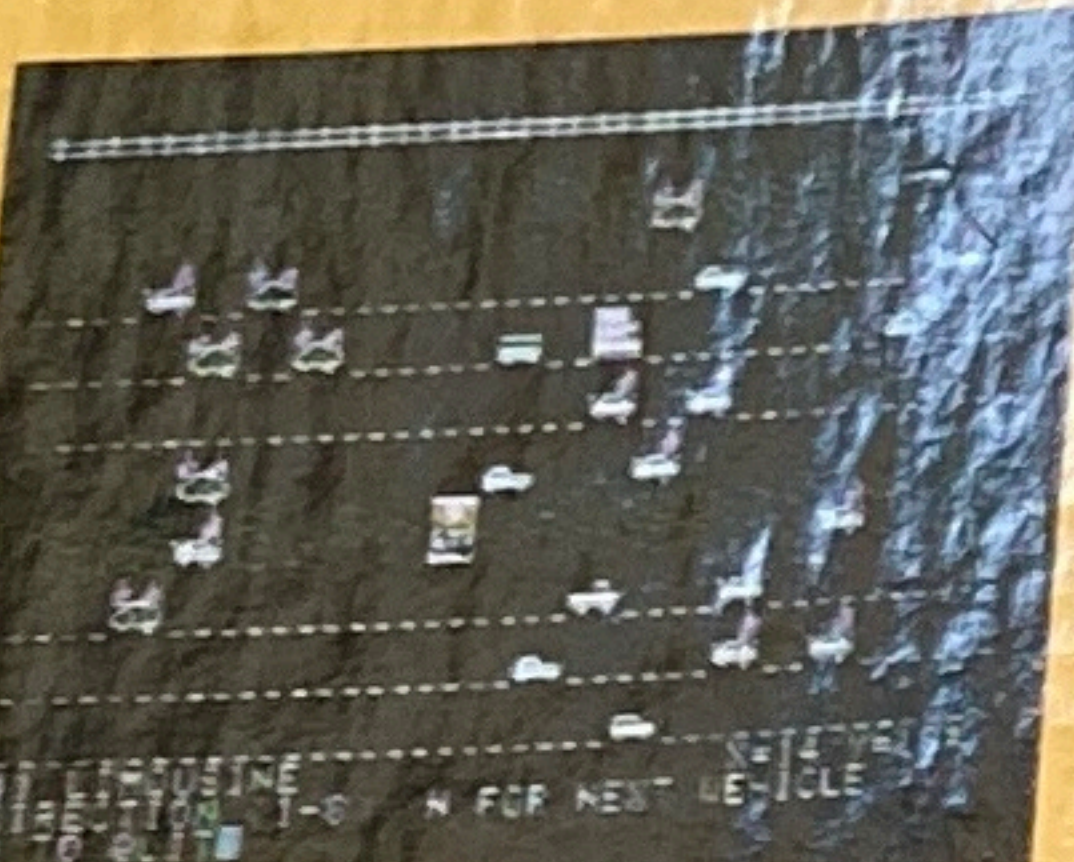
VEHICLE 1	LIMOUSINE	23/23
STRUCTURE	2/2	
MANEUVERABILITY	2/2	
BRACING	2/2	
ACCELERATION	2/2	
WEAPON TYPES	2/2	
THREAT	2/2	
SPEED	2/2	
FACING	2/2	
PROTECTION (L/R/F/B/T)	2/2/2/2/2	
INTERIOR CREW CAPACITY	2/2/2/2/2	
INTERIOR CREW QUALITY	2/2/2/2/2	
TOWARD CREW CAPACITY	2/2/2/2/2	
TOWARD CREW QUALITY	2/2/2/2/2	

PRESS <OR> TO CHANGE VEHICLE; D FOR
GANG STATS; OR X TO EXIT

Status report on a vehicle



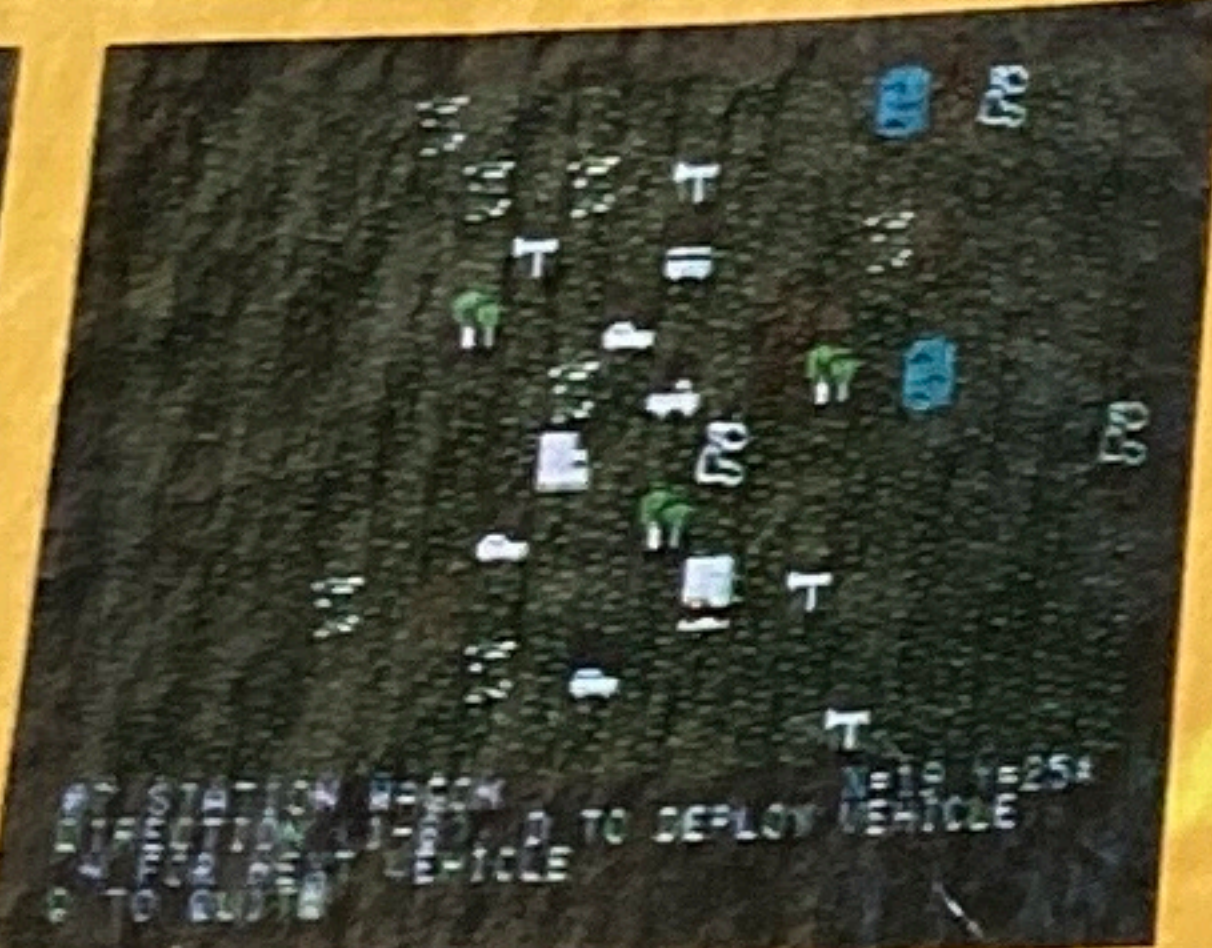
ng the deserts of



Cruising the highways in
search of prey



tiful Florida and
s



Deploying for combat in
an oilfield

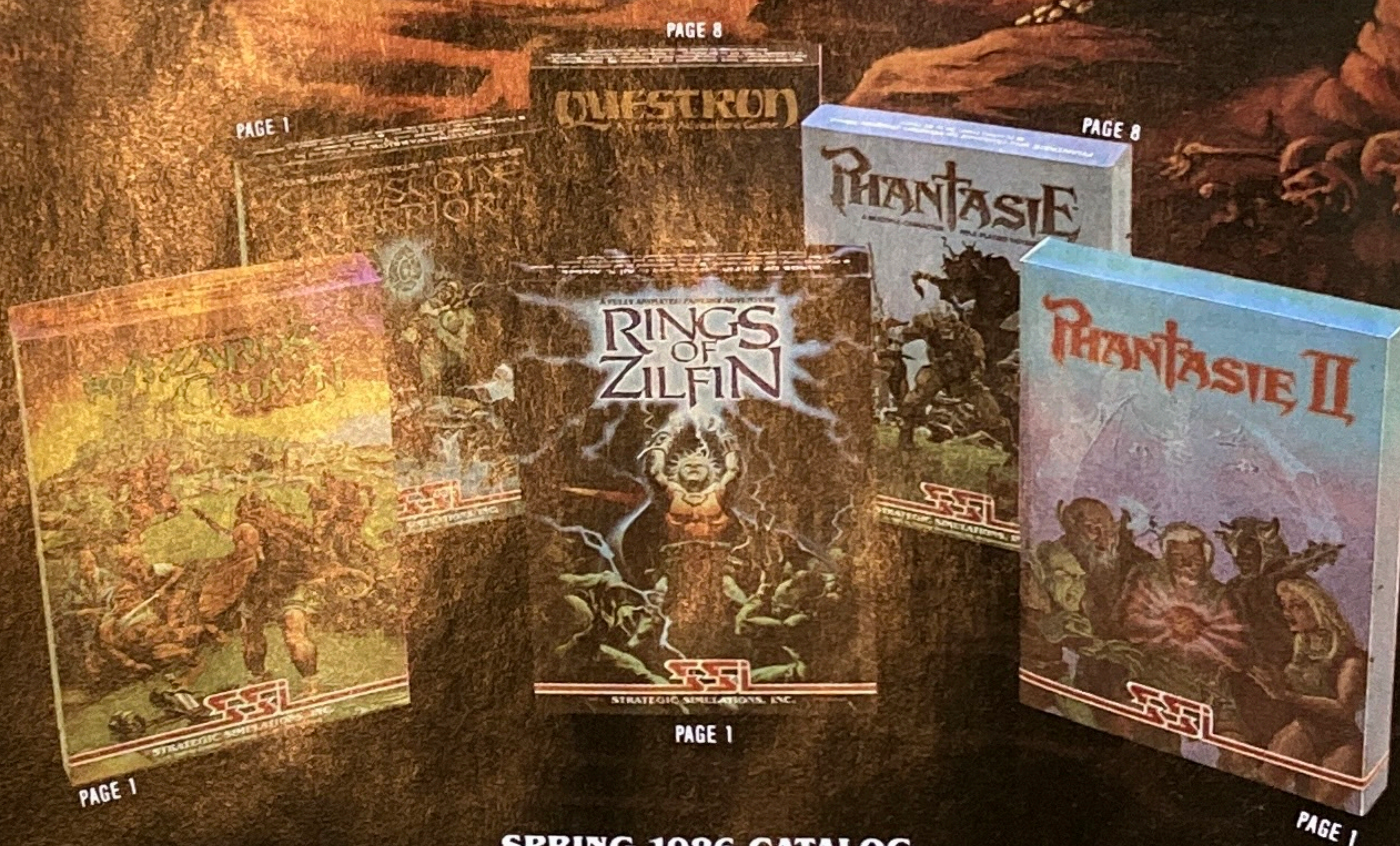
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NOW WE'RE GOING FOR
THE SAME REPUTATION IN
FANTASY GAMING.

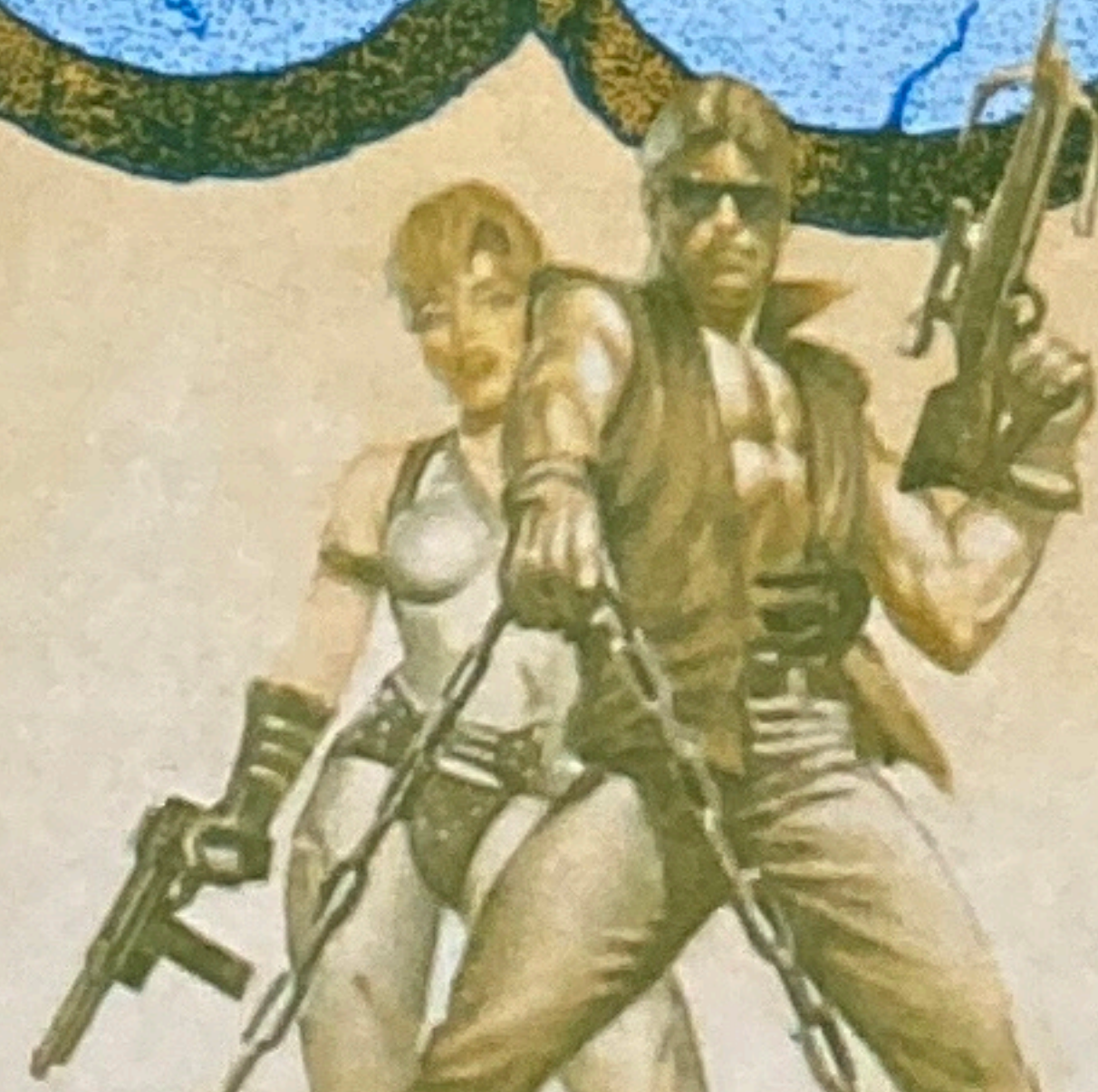


STRATEGIC SIMULATIONS, INC.



SPRING 1986 CATALOG

ROADWAR 2000™



BECOMING A FIELD...

...ical warfare has ripped apart civilization. Cities have turned into highways, into battlefields.

recruits, vehicles, supplies, food, gas, guns, ammunition, and medicine.

In the face to save the United States, these are more precious than gold.

Screen displays shown in left from the APPLE II. Displays from other computer(s) may vary.

Vehicle status report on a vehicle

Cruising the highways in search of prey

Deploying for combat in an oilfield

Apple II is a registered trademark of Apple Computer, Inc.

ADWAR 2000

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THE SAME OLD FANTASY GAME

SSS
STRATEGIC SIMULATIONS, INC.

QUESTOR
RINGS OF ZILFIN
Phantasia
Phantasia II

MASTER COMMAND LIST

- | | |
|--------------------------------------|--|
| A = Abandon Vehicle | P = Search for People |
| C = Scout the City | Q = Quit Game |
| D = Drop Supplies | R = Recall Saved Game |
| E = Empire Status | S = Save Game to Disk |
| F = Fix Tires | T = Transfer Supplies to/from Cache |
| G = Gang Status Report | U = Use Radio Direction Finder (RDF) |
| H = Heal Sick with Antitoxin | V = Search for Vehicles |
| I = Initialize Save-Game Disk | W = Damage Report (Tactical Combat Only) |
| K = Check Contents of Cache | X = Examine Supplies |
| L = Search for Loot | Number keys (1-8) = Move in Indicated Direction |
| M = Manpower Report | |

VEHICLE TABLE

								MISSILE FACTOR			MISSILE PROTECTION FACTOR			BOARDING FACTOR			CREW CAPACITY				
VEHICLE	SIZE	MS	ST	MX	MN	BR	AC	L/R	F	B	L/R	F	B	TRS	L/R	T	B	INT.	EXT.	FUEL	CARRYING CAPACITY
Motorcycle*	S	1	3	100	4	2	2	2	2	2	0	2	0	2	1	0	1	2	0	1	5
Sidecar*	S	2	5	60	4	2	2	3	3	3	0/1	2	2	3	1	0	1	3	0	1	20
Compact Conv.	S	3	8	80	3	2	1	3	2	2	1	1	1	4	1/2	0	2	6	0	2	45
Compact H.T.	S	3	8	70	3	2	1	4	4	4	2	2	2	4	0/1	2	0	4	4	2	45
Midsized Conv.	M	5	13	90	2	2	1	3	2	3	1	1	1	4	2/3	0	3	8	0	3	125
Midsized H.T.	M	5	13	80	2	2	1	4	5	6	2	2	2	4	1/2	2	0	5	6	3	125
Sports Car Conv.	S	4	10	120	3	2	2	3	2	3	1	1	1	4	2/3	0	2	6	0	4	80
Sports Car H.T.	S	4	10	120	3	2	2	4	4	4	2	2	2	4	0/1	2	0	4	4	4	80
Station Wagon	M	6	15	80	2	2	1	6	5	6	2	2	2	4	2/3	3	3	8	9	3	180
Limousine	M	8	20	100	2	2	1	6	5	6	2	2	2	4	1/2	3	3	8	9	4	320
Van	M	7	18	70	2	2	1	8	5	6	2	2	2	4	0/3	3	3	11	12	3	245
Pickup Truck	M	9	23	80	2	2	1	6	4	3	1	2	1	4	4/5	0	3	14	2	4	405
Offroad Conv.	M	6	15	70	2	2	1	2	2	2	1	1	1	4	1/2	0	2	4	0	4	180
Offroad H.T.	M	6	15	70	2	2	1	3	3	3	2	2	2	4	0/1	2	0	4	2	4	180
Bus	L	14	35	70	1	1	1	26	3	5	2	2	2	6	0/2	10	0	51	51	10	980
Tractor*	M	10	25	40	2	1	1	3	3	3	0	1	0	T	2	0	2	3	0	6	500
Construction Veh.*	L	18	45	30	2	1	1	4	4	4	0	1	0	T	3	0	3	4	0	10	1620
Flatbed Truck	L	16	40	80	1	1	1	14	4	4	0	2	0	14	6/7	0	4	51	2	8	1280
Trailer Truck	L	20	50	80	1	1	1	14	4	8	5	2	0	18	0	10	5	51	50	10	2000

Abbreviations and terms:

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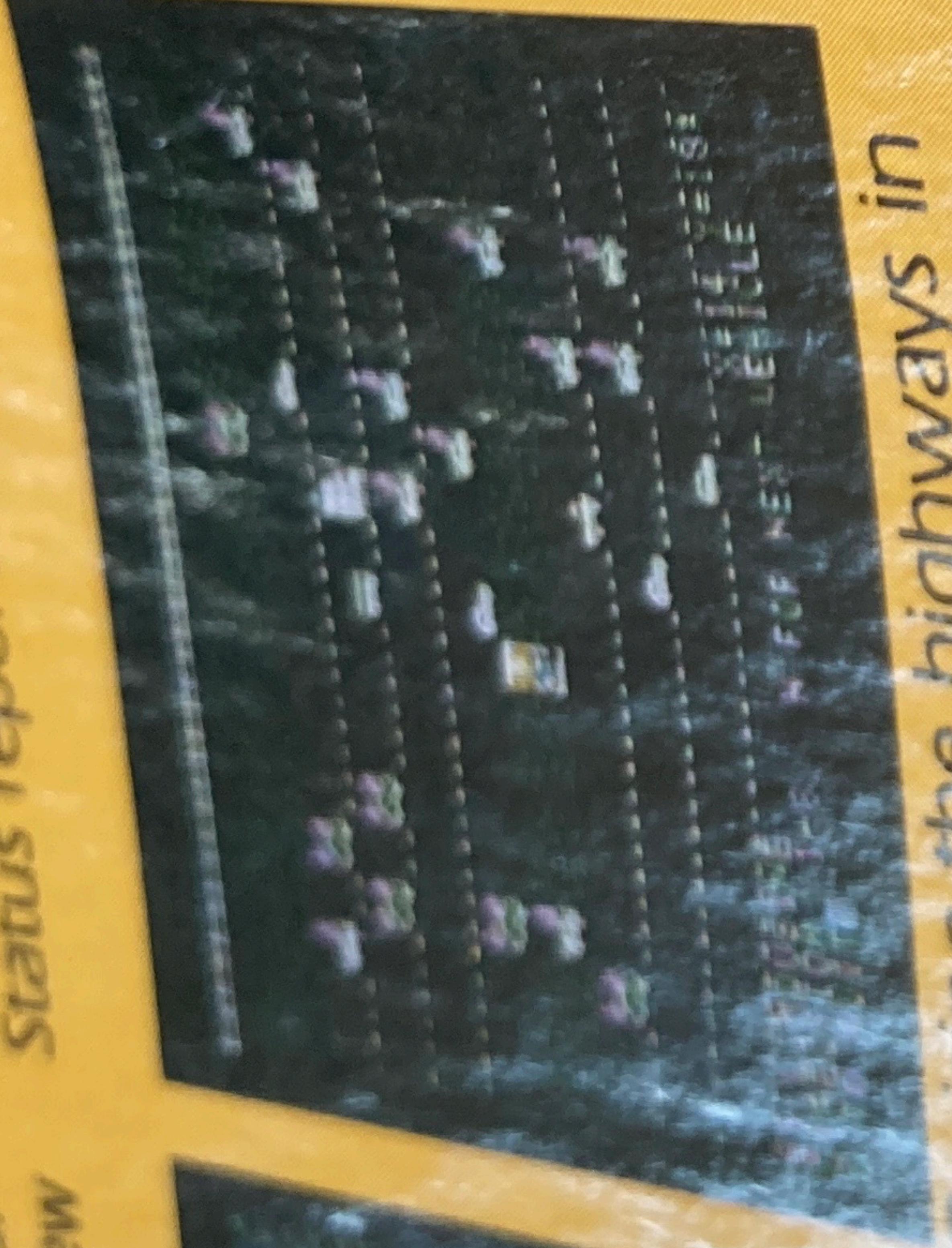
- MS** = Mass; **ST** = Structure; **MX** = Max speed in MPH; **MN** = Maneuverability; **BR** = Braking; **AC** = Acceleration;
L/R = Left or right facing; **F** = Front facing; **B** = Back facing; **T** = Topside facing
Size: The facing icon used to represent a vehicle in tactical combat is dependent on the size of the vehicle.
Missile Factor is the number of crew which can fire in a given direction.
Missile Protection Factor is the armor protecting the interior crew. It may be improved. Top armor starts at zero.
TRS is the number of tires the vehicle uses. 'T' indicates treads which may not be destroyed.
Fuel is the amount of fuel consumed by the vehicle during strategic movement. Twice this value may be carried in its tanks.
*****: May fire one volley only during any fire phase. All other vehicles may fire two volleys if crew permits.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: **Strategic Simulations, Inc., 1046 N. Rengstorff Avenue, Mountain View, CA 94043.**
 Or call our Hotline Number: **(415) 964-1200** every weekday, 9 to 5 (P.S.T.).

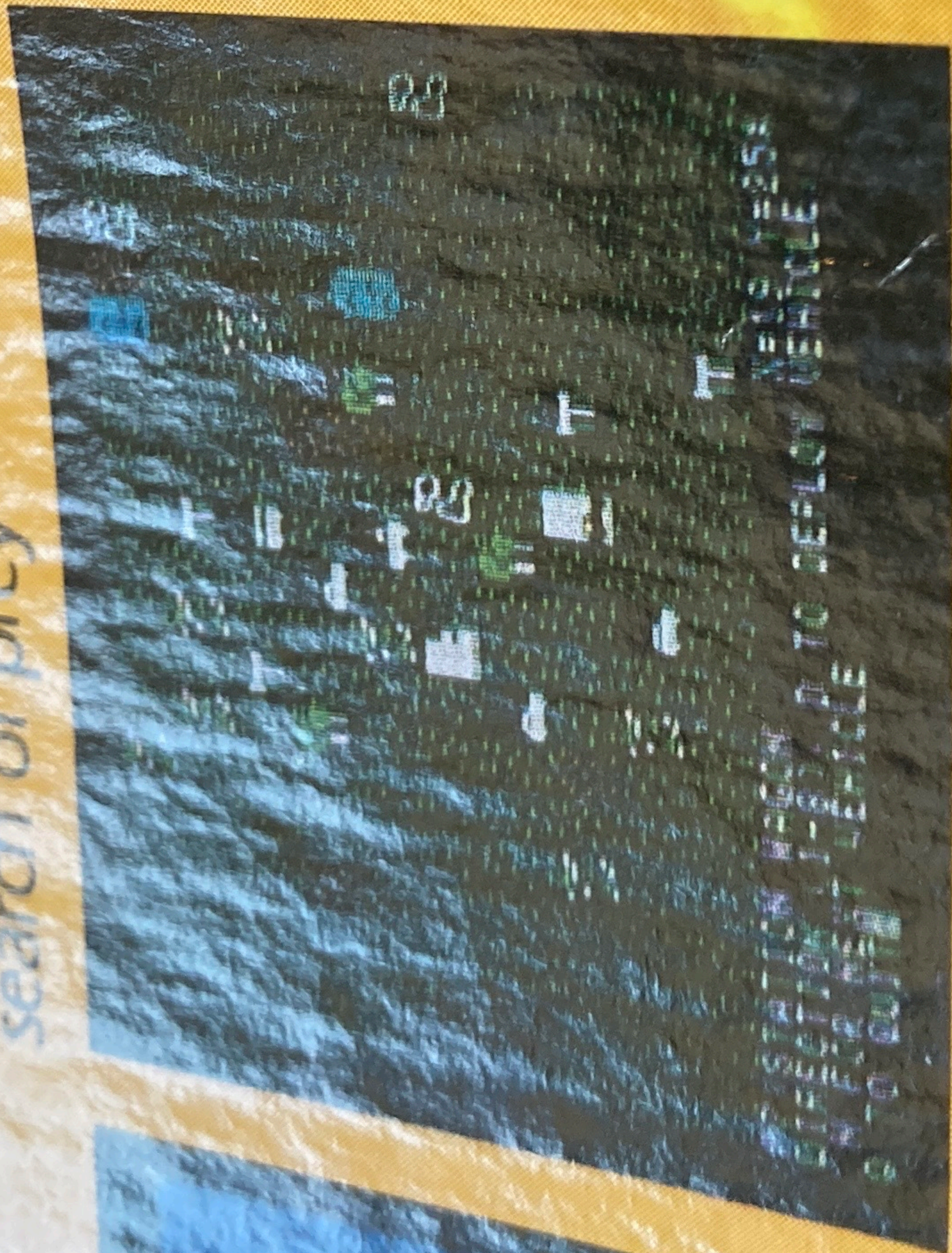
al road to... resolve...
computer resolve...
ally, or choose to person-
direct the fighting in great
detail. Assign men to
and move them
Order your men to fire
ns or crossbows, ram
l enemy vehicles.
WAR 2000 is an
me of survival in a
Maximize your
tting for new

Vehicle 1
UNDESTRUCTIBLE
PROTECTION 11/11/11
INTERIOR SHIELD SUMMON
TOWERS SHIELD SUMMON
PRESS <CR> TO CHANGE VEHICLE. G FOR
CARDS CHART OF X TO CHART

Status report on a vehicle



Cruising the highways in search of prey



Deploying for combat in an oilfield

APPLE is a registered trademark of Apple Computer, Inc.

A = Aba
C = Scout
D = Drop
E = Empi
F = Fix Til
G = Gang
H = Heal
I = Initia

ROADWAR 2000



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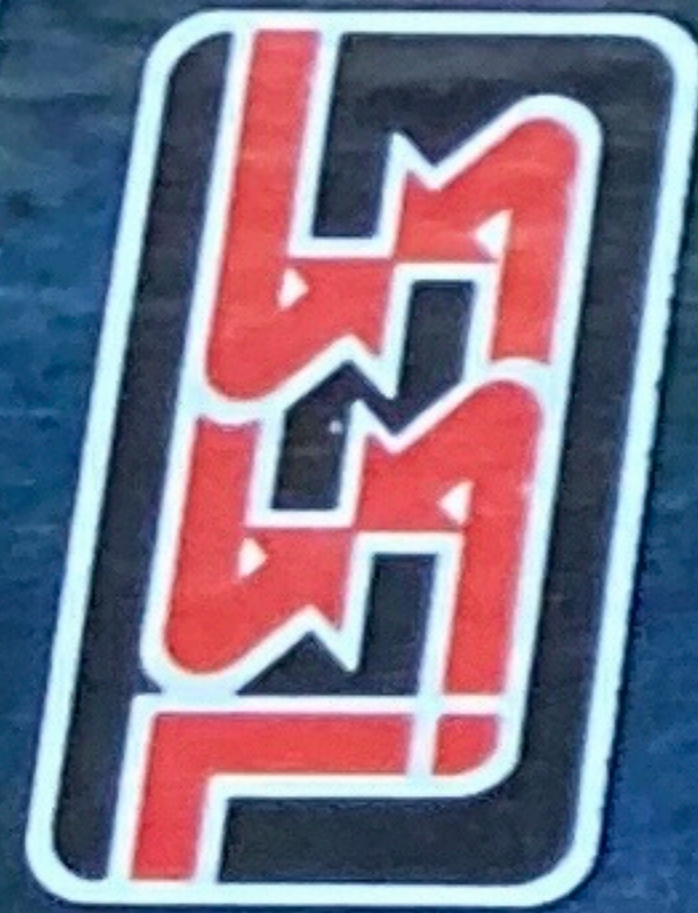
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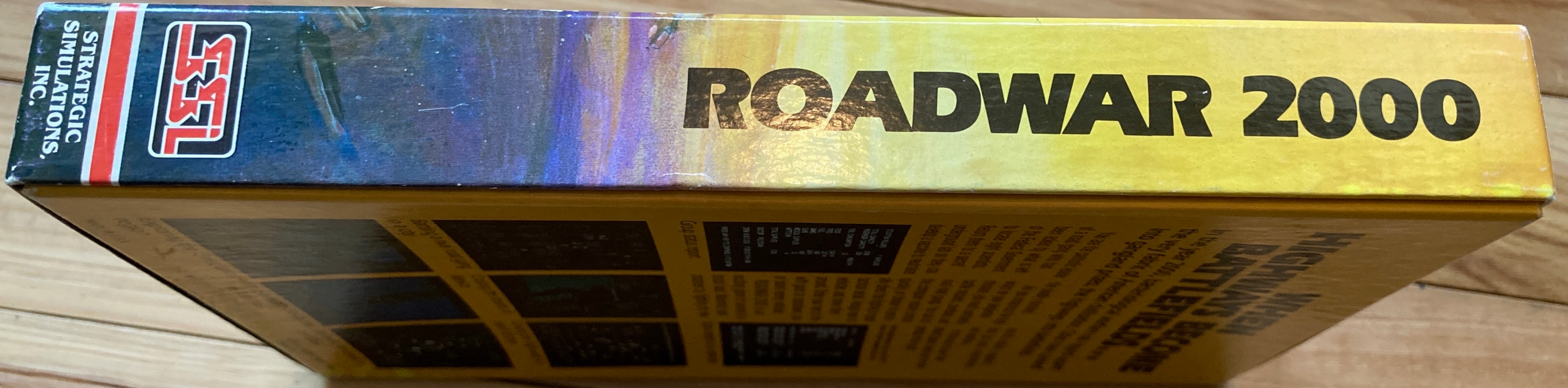
- Recruit and lead a band of highwaymen through a post-holocaust U.S., Canada and Mexico.
- Explore more than 120 cities and over 30 types of terrain.
- Trade, talk or fight with a wide assortment of people, gangsters and mutants.

- Choose abstract combat resolution or detailed tactical combat. Fire, ramming and boarding are realistically resolved using individual crewmen.
- Each of the up to 15 vehicles in your gang is rated individually in 24 categories; each crewman is rated for combat, survival and promotion.

ROADWAR 2000



STRATEGIC
SIMULATIONS,
INC.



ROADWAR 2000 was designed by **Jeffrey A. Johnson**,
whose other SSI works include SIX-GUN SHOOTOUT™ and NAM™.

■ **PLAYING TIME:** 50+ hours.

Art direction: LOUIS HSU SAEKOW. Illustration: JOSEPH CHIODO.

**WHEN
HIGHWAYS BECOME
BATTLEFIELDS...**

In the year 2000, bacteriological warfare has ripped apart
the very fabric of American civilization. Cities have turned
into battlegrounds, the highways into battlefields.



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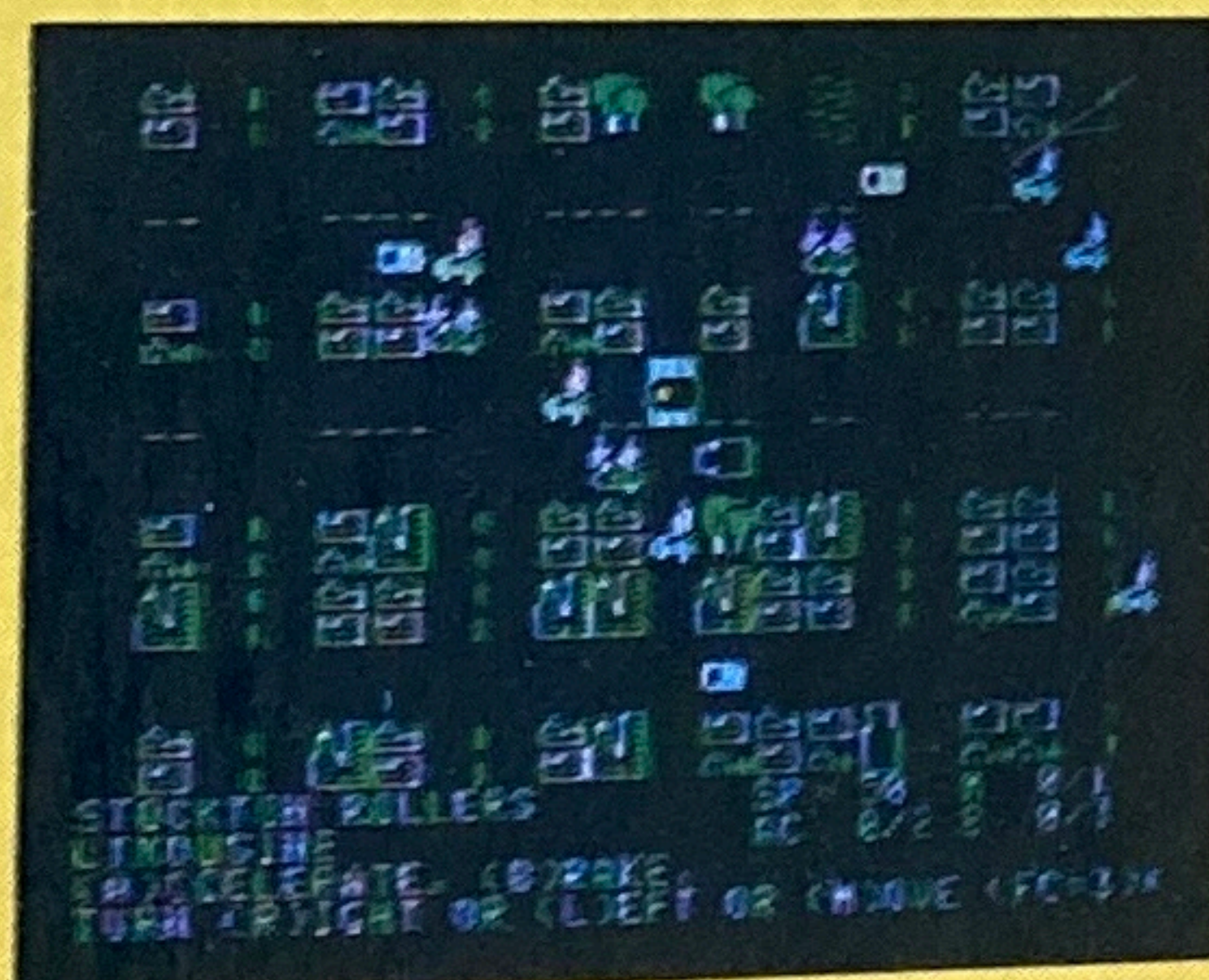
Screen displays shown are from the APPLE®. Displays from other computer(s) may vary.

```
STOCKTON ROLLERS      7 VEHICLES
TOTAL CAPACITY:      3790
PASSENGER CAPACITY:  208
FUEL CONSUMPTION:    32    HEALTHY
FOOD:                2345 *
TIRES:               227 *
FUEL:                680
AMMO:               3474
GUNS:               456
MEDICAL SUPPLIES:   22
ANTITOXIN:          4
TOTAL SUPPLIES:      3730
DOCTOR  POLITICIAN
CREW (A/B/C/D/E):  17/29/23/17/4 = 90
PRESS ANY KEY TO CONTINUE, X TO EXIT
```

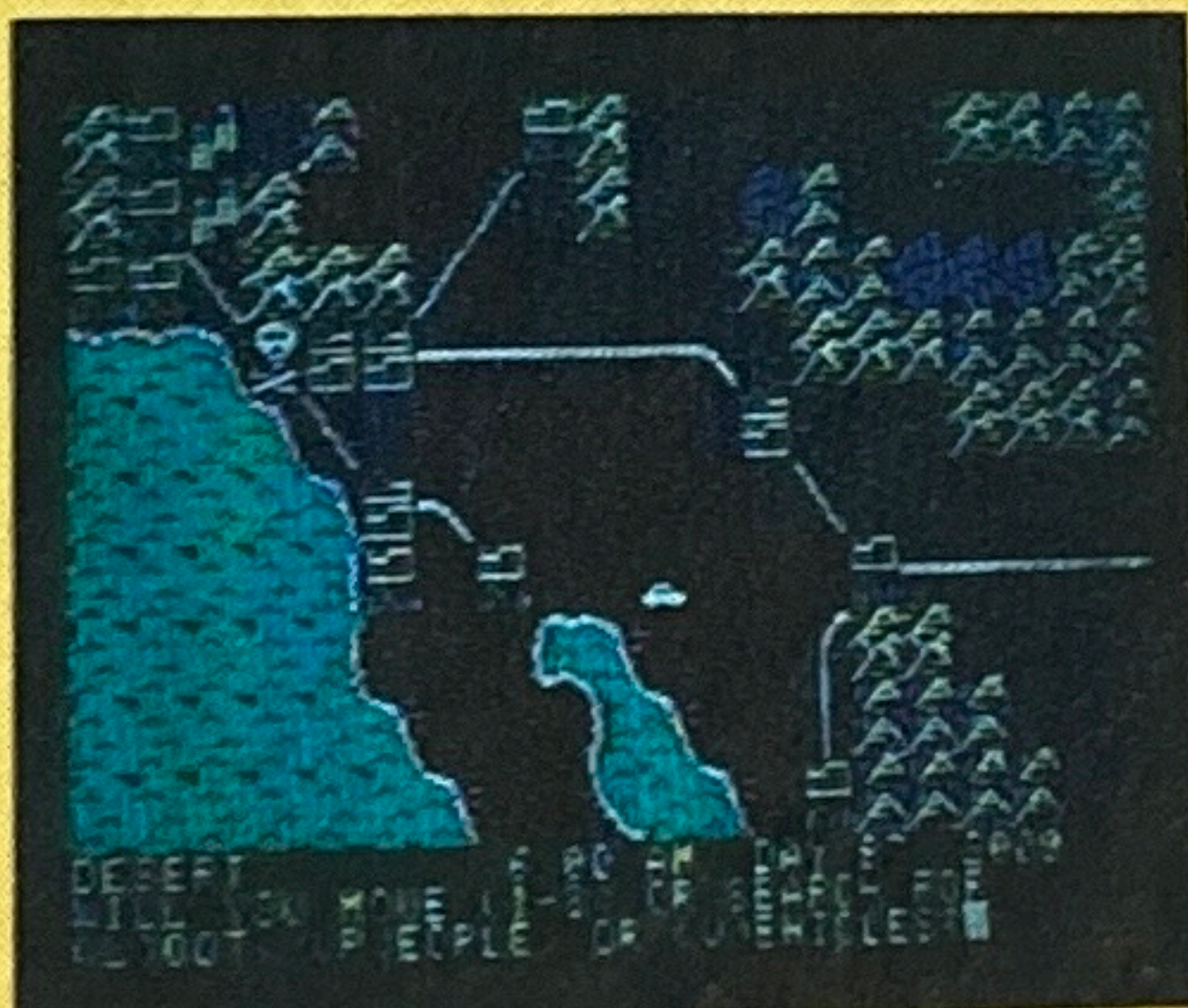
Group status report

```
VEHICLE 1  LIMOUSINE
STRUCTURE  23/23
MANEUVERABILITY  2/2
BRAKING        3
ACCELERATION   F/F
WEAPON TYPES   4/4
TIRES         6/13
SPEED         7
FACING
PROTECTION (L/R/F/B/T)  4/4/4/4/2
INTERIOR CREW CAPACITY  8
INTERIOR CREW QUALITY  2/3/1/1/0
TOPSIDE CREW CAPACITY  9
TOPSIDE CREW QUALITY  1/2/2/1/1
PRESS <OR> TO CHANGE VEHICLE, G FOR
GANG STATS, OR X TO EXIT
```

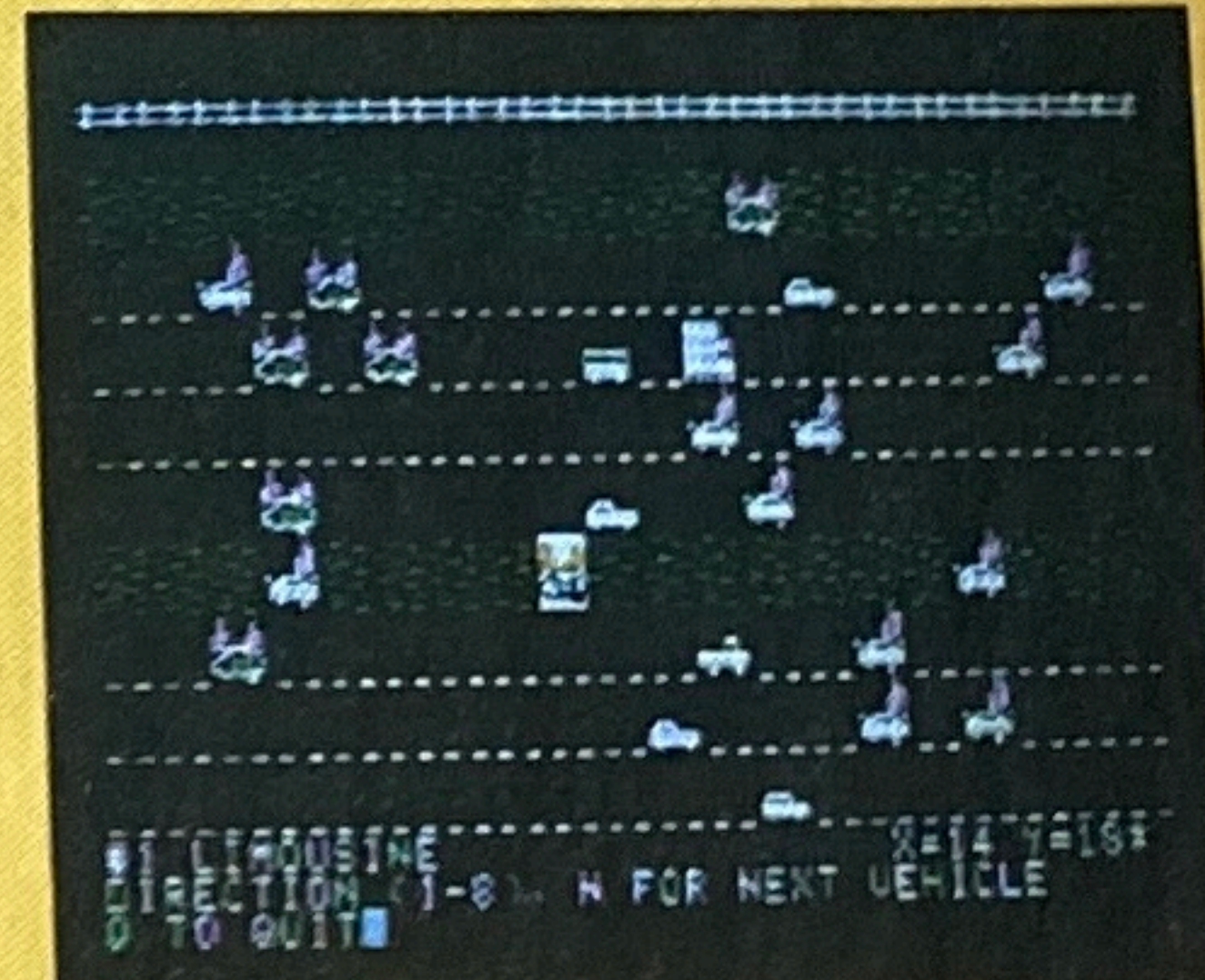
Status report on a vehicle



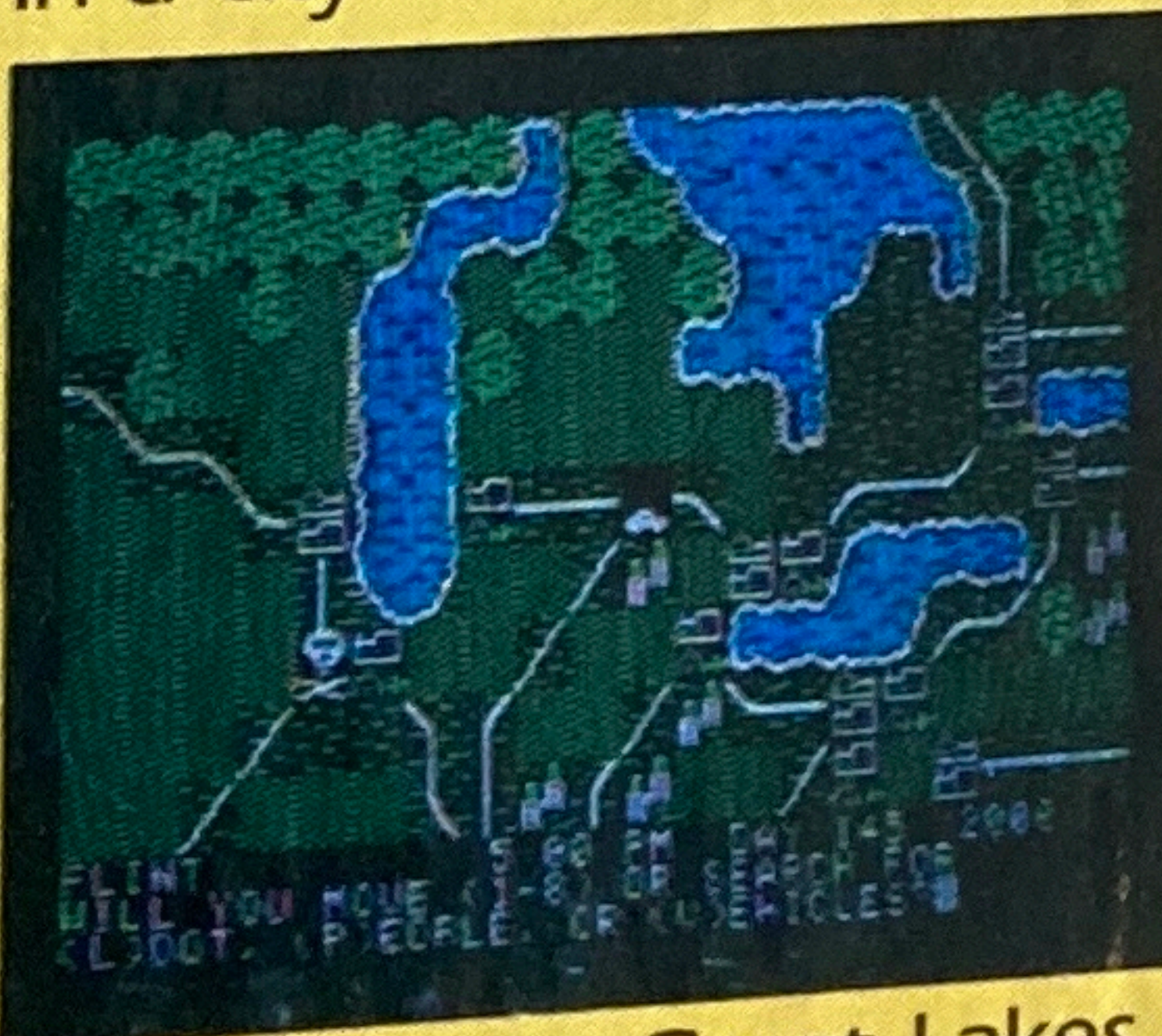
Battling a rival road gang in a city



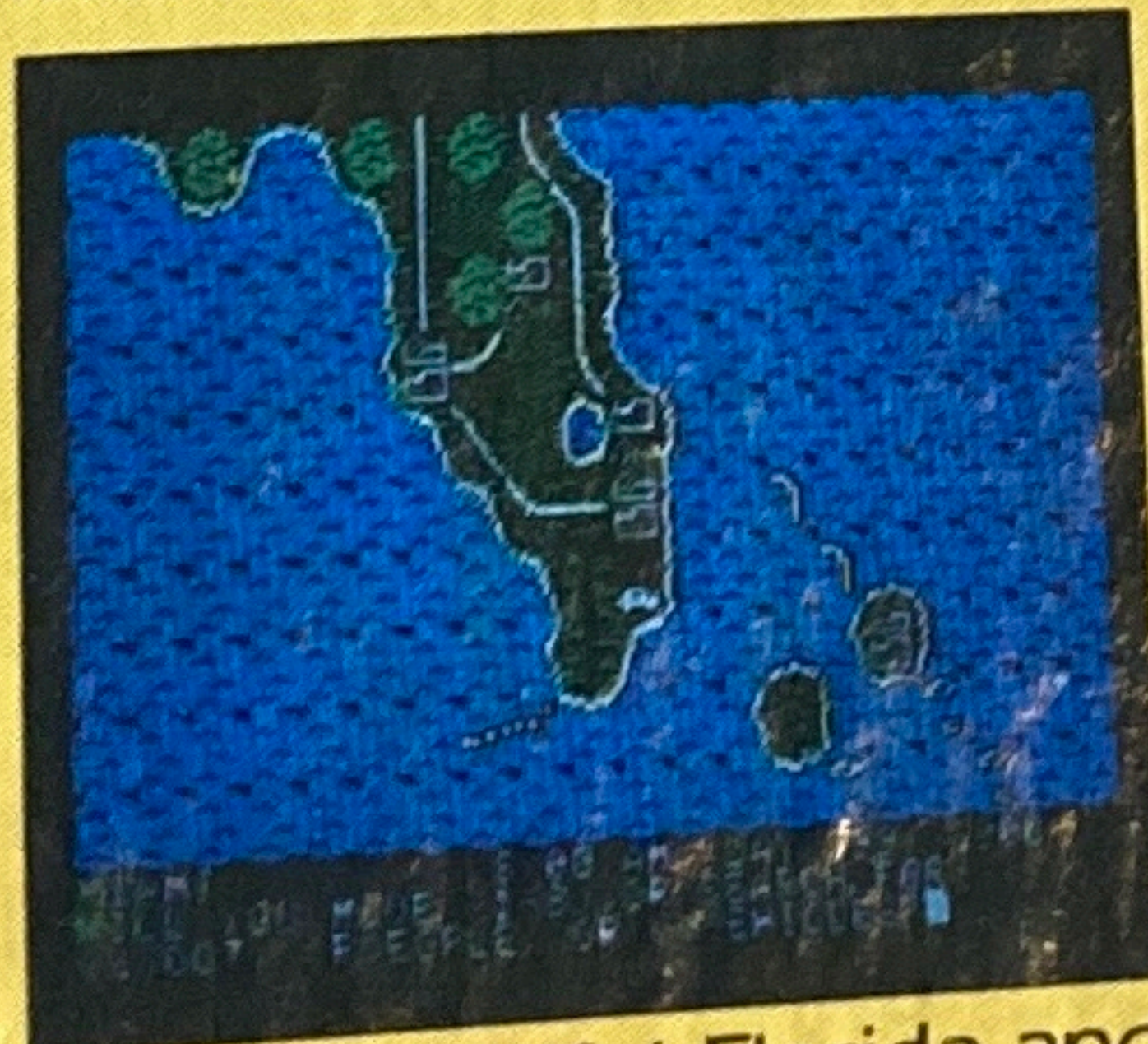
Crossing the deserts of Mexico



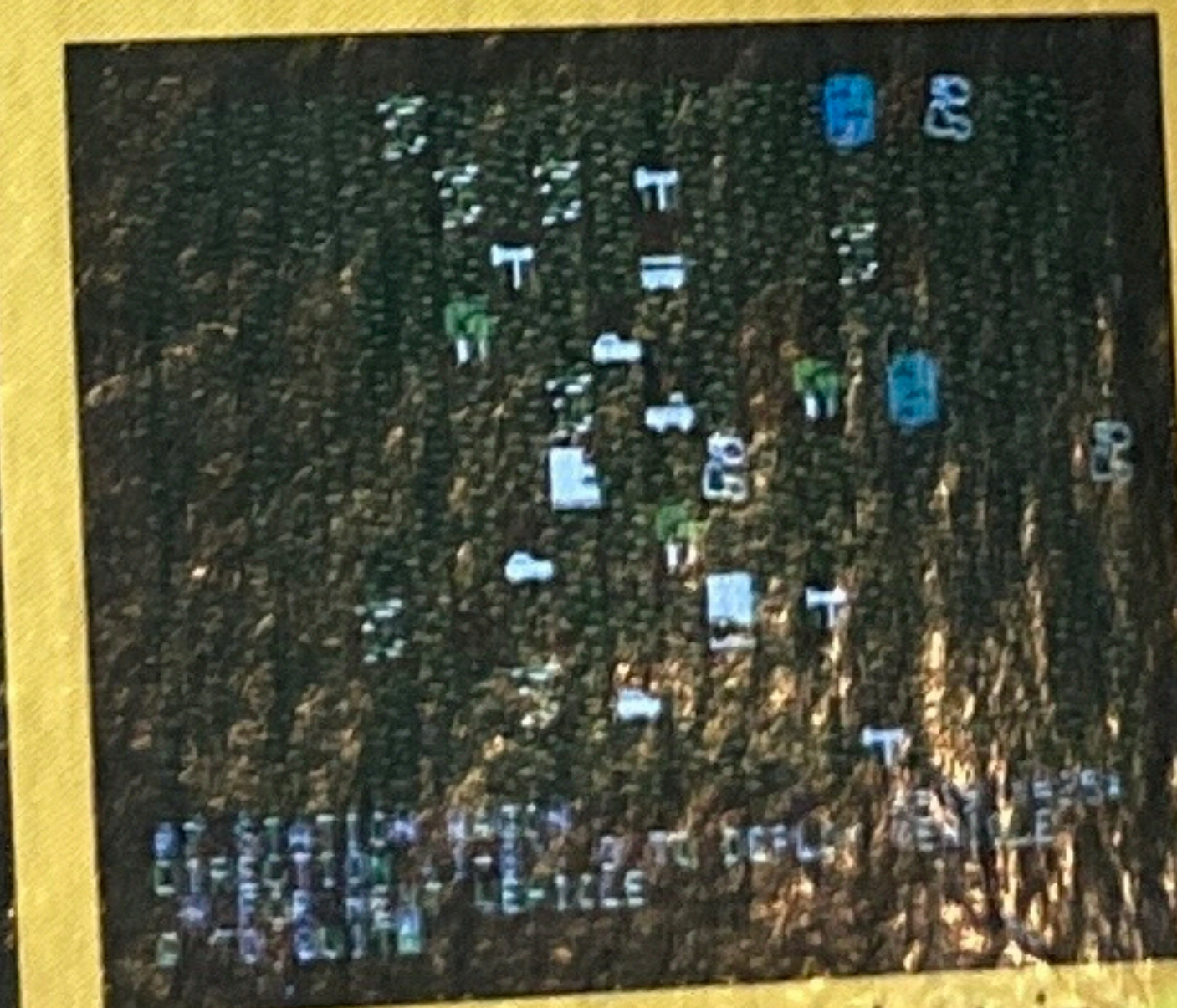
Cruising the highways in search of prey



Exploring the Great Lakes region



Once-beautiful Florida and the Bahamas



Deploying for combat in an oilfield

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ROADWAR 2000



STRATEGIC SIMULATIONS, INC.

APPLE®

48K disk for Apple II
with Applesoft
ROM, II+, IIe
and III.

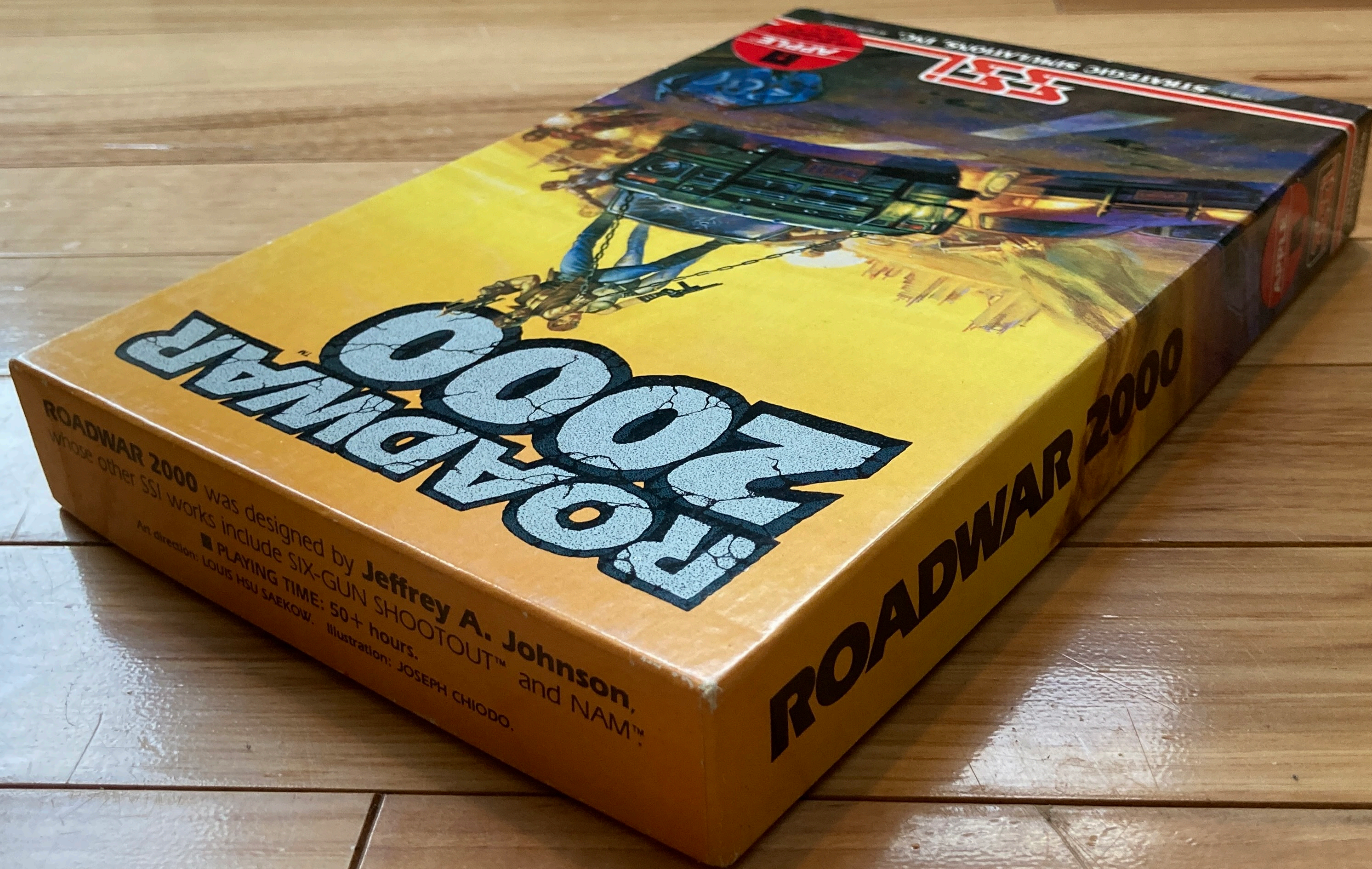
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STRATEGIC
SIMULATIONS,
INC.

ROADWAR 2000

■ Recruit and lead a band of highwaymen through a post-apocalyptic U.S., Canada and Mexico.
■ Explore more than 120 cities and over 30 types of terrain.
■ Trade, talk or fight with a wide assortment of people, gangsters and mutants.

■ Choose abstract combat resolution or detailed tactical combat. Fire, ramming and boarding are realistically resolved using individual crewmen.
■ Each of the up to 15 vehicles in your gang is rated individually in 24 categories; each crewman is rated for combat, survival and promotion.



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■ PLAYING TIME: 50+ hours.
Art direction: LOUIS HSU SAEKOW. Illustration: JOSEPH CHIODO.

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...these are more
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...to save the
...these are more
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...and enemy vehicles.
...exciting game of survival in a
...brutal land. Maximize your
...chances by fighting for new

Status report on a vehicle

GROUP NUMBER 10000

*Sitting a mail road gary
in a city*

Crossing the deserts of Mexico

Exploring the Great Lakes

Once-beautiful
the Bahamas

Cruising the highways in search of prey

Deploying for combat in
an oilfield

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INC.**

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Group status report

NAME	STATUS
STOCKTON PATTER	ALIVE
DR. J. L. BROWN	DEAD
DR. M. J. BROWN	DEAD
DR. K. J. BROWN	DEAD
DR. L. J. BROWN	DEAD
DR. M. J. BROWN	DEAD
DR. N. J. BROWN	DEAD
DR. O. J. BROWN	DEAD
DR. P. J. BROWN	DEAD
DR. Q. J. BROWN	DEAD
DR. R. J. BROWN	DEAD
DR. S. J. BROWN	DEAD
DR. T. J. BROWN	DEAD
DR. U. J. BROWN	DEAD
DR. V. J. BROWN	DEAD
DR. W. J. BROWN	DEAD
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DR. P. J. BROWN	DEAD
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DR. T. J. BROWN	DEAD
DR. U. J. BROWN	DEAD
DR. V. J. BROWN	DEAD
DR. W. J. BROWN	DEAD
DR. X. J. BROWN	DEAD
DR. Y. J. BROWN	DEAD
DR. Z. J. BROWN	DEAD

NAME	STATUS
STOCKTON PATTER	ALIVE
DR. J. L. BROWN	DEAD
DR. M. J. BROWN	DEAD
DR. K. J. BROWN	DEAD
DR. L. J. BROWN	DEAD
DR. M. J. BROWN	DEAD
DR. N. J. BROWN	DEAD
DR. O. J. BROWN	DEAD
DR. P. J. BROWN	DEAD
DR. Q. J. BROWN	DEAD
DR. R. J. BROWN	DEAD
DR. S. J. BROWN	DEAD
DR. T. J. BROWN	DEAD
DR. U. J. BROWN	DEAD
DR. V. J. BROWN	DEAD
DR. W. J. BROWN	DEAD
DR. X. J. BROWN	DEAD
DR. Y. J. BROWN	DEAD
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DR. T. J. BROWN	DEAD
DR. U. J. BROWN	DEAD
DR. V. J. BROWN	DEAD
DR. W. J. BROWN	DEAD
DR. X. J. BROWN	DEAD
DR. Y. J. BROWN	DEAD
DR. Z. J. BROWN	DEAD

ROADWAR 2000 was designed by Jeffrey A. Johnson whose otherSSI works include SIX-GUN SHOOTOUT™ and HUNT Art direction: LOUIS HSU SAEKOV. Illustration: JOSEPH CHODO. ■ PLAYING TIME: 50+ hours.







